CLAIMS

1. An apparatus comprising:

a media including game content; and

a data protection portion that includes a file alteration checking portion, the file alteration checking portion protects the media from modification of the game content by determining whether the game content has been modified, and if the game content has been modified, then the installation of the game content within the apparatus fails.

2. The apparatus of claim 1, wherein the game content includes music that can be played on the game console.

3. The apparatus of claim 1, wherein the game content includes audio that can be played on the game console.

4. The apparatus of claim 1, wherein the game content includes non-game related material that can be played on the game console.

5. The apparatus of claim 1, wherein the game content includes game related material that can be played on the game console.

6. The apparatus of claim 1, wherein the media includes a removable media that is removable from the apparatus.

7. The apparatus of claim 1, wherein the media includes a removable media that is removable from the apparatus, and wherein the removable media includes an optical disk.

8. The apparatus of claim 1, wherein the media includes a removable media that is removable from the apparatus, wherein the removable media includes a digital video disk.

9. The apparatus of claim 1, wherein the apparatus includes a game console.

10. The apparatus of claim 1, wherein the data protection portion includes a media type checking portion for checking whether the type of the media is as expected for media that has not been copied.

11. The apparatus of claim 1, wherein the data protection portion includes a media type checking portion for checking whether the type of the media is as expected for media that has not been copied, and wherein the media type checking portion reduces the possibility of copying the game content from a pressed disk to an end user writable disk.

12. The apparatus of claim 1, wherein the data protection portion checks the entire file to ensure that the media has not been invalidated

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13.   The apparatus of claim 1, wherein the data protection portion includes a file signature checking portion for checking whether the file signature is as expected for media that has not been modified.

14.   The apparatus of claim 1, wherein the data protection portion includes a file signature checking portion for checking whether the file signature is as expected for media that has not been modified, and wherein a signature check is performed on files as they are installed.

15.   The apparatus of claim 1, wherein the data protection portion checks the contents of a file as it is opened.

16.   The apparatus of claim 1, wherein the file alteration checking portion allows sector level validation rather than file level validation.

17.   The apparatus of claim 1, wherein the game content is stored in a game console specific format.

18.   The apparatus of claim 1, wherein the media content includes non-game content.

19.   The apparatus of claim 1, wherein the media content includes non-game content, and wherein the non-game content is stored in a non-game console specific format.

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20. A method comprising:

attempting to install a file, wherein the attempting to install the file includes comparing an actual signature of a table of contents from a media with an expected signature of the table of contents; and

attempting to read a cluster of data from the media, wherein the attempting to read the cluster of data includes calculating an actual signature, and comparing the actual signature with an expected signature found in the table of contents for every cluster of data read.

21. The method of claim 20, wherein the file exists on removable media.

22. The method of game 20, wherein the method is run on a game console.

23. The method of claim 20, wherein the data is stored in a non-game console specific format.

24. The method of claim 20, wherein method is a file alteration check.

25. The method of claim 20, that interfaces with a media containing game content.

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26. The method of claim 20, that interfaces with a media containing non-game content.

27. The method of claim 20, wherein the data is stored in a game console specific format.

28. A method comprising:

obtaining game content from a media; and

protecting the game content from modification, using a file alteration checking portion that, by determining whether the game content has been modified, and if the game content has been modified, then failing to allow the installation of the game content.

29. A computer readable memory having computer readable instructions that when executed by a processor causes the processor to:

attempt to install a file, wherein the attempting to install the file includes comparing an actual signature of a table of contents from a media with an expected signature of the table of contents; and

attempt to read a cluster of data from the media, wherein the attempting to read the cluster of data includes, for every cluster of data read, calculating an actual signature, and comparing the actual signature with an expected signature found in the table of contents for every cluster of data read.

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30. A method comprising:

attempting to install a file, wherein the attempting to install the file includes:

acquiring an expected signature for a table of contents from a media,

comparing an actual signature of the table of contents with the expected signature of the table of contents,

if the expected signature of the table of contents does not match the actual signature of the table of contents, then failing to install the file, and

if the expected signature of the table of contents does match the actual signature of the table of contents, then installing the file is allowed to continue; and

attempting to read a cluster of data from the media, wherein the attempting to read the cluster of data includes:

for every cluster of data read, calculating an actual signature,

comparing the actual signature with an expected signature found in the table of contents for every cluster of data read,

if the actual signature for the cluster of data does not match the expected signature for the cluster of data, then failing to read the clusters of data from the media, and

if the actual signature for the cluster of data does match the expected signature for the cluster of data, then reading the clusters of data from the media.

31. A method comprising:

locating an expected control data signature from a standard executable;

locating control data from a standard executable and computing a computed control data signature in response to the control data;

determining whether the computed control data signature matches the expected control data signature;

reading expected file data block signatures from the control data;

loading a file data block, and computing a computed file data block signature in response to the file data block; and

determining whether the computed file data block signature matches the expected file data block signature.

32. The method of claim 31, further comprising failing to install game content in a game console if the computed control data signature does not match the expected control data signature.

33. The method of claim 31, further comprising failing to install game content in a game console if the computed control data signature matches the expected control data signature.

34. The method of claim 31, further comprising launching the game content in a game console if the computed control data signature matches the expected control data signature.

35. The method of claim 31, further comprising launching the game content in a game console if the computed file data block signature matches the expected file data block signature.

36. A computer readable memory having computer readable instructions that when executed on a processor, causes the processor to protect media associated with game content that can run on a game console from modifying the game content by determining whether the game content has been modified, wherein if the game content has been modified, then the installation of the game content within the game console fails.

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